Camp Old Indian
Winter Camp 2026

Program Guide

Scouting America
Blue Ridge Council

Dates: December 18–21, 2026

Location: Camp Old Indian, 601 Callahan Mountain Rd., Travelers Rest, SC 29690

Theme: *Chill, Challenge, Conquer: Winter Adventures Await!*



Welcome to Winter in the Blue Ridge

Nestled in the crisp mountain air of the Blue Ridge foothills, **Camp Old Indian (COI)** transforms into a winter wonderland of adventure, tradition, and fellowship. Winter Camp isn't just another weekend in the woods—it is a crucible of resilience, leadership, and camaraderie.
Whether your troop is gathering around a roaring stone hearth in the Activity Building, testing their grit against the frost in the Frozen Feather Games, or gazing up at crystal-clear mountain constellations, winter in the Blue Ridge offers an unforgettable Scouting experience.

Why Brave the Cold?

- **Adventure Doesn’t Hibernate:** Winter strips away the ordinary, challenging Scouts to sharpen cold-weather survival, pioneering, and woodcraft skills.
- **Unbreakable Camaraderie:** Shared brisk mornings and steaming dining hall meals build bonds that last well beyond camp.
- **Leadership Put to the Test:** Cold-weather camping demands deliberate planning, teamwork, and genuine grit.
- **A Pure Mountain Escape:** Discover COI in its quietest, most majestic season—where frosty trails and warm fellowship help Scouts grow stronger together.



Merit Badge Program

Classes offer focused instruction led by dedicated counselors. Please review prerequisites <x> and class size caps (x) prior to registration.

Saturday Full-Day Badges (Cap)	Sunday Full-Day Badges (Cap)	Monday Half-Day Badges (Cap)
• Archery (20)	• American Cultures (20)	• Art (20)
• Astronomy (15)<E>	• Citizenship in the World (25)<C>	• Chess (30)
• Basketry (20)	• Communication & Public Speaking (25)	• Energy (25)<B>
• Cooking (20)<A>	• Emergency Prep & Safety (20)	• Law (10)
• Electricity (15)	• First Aid (15)	• Leatherwork (20)
• Environmental Science (20)	• Geocaching (20)<D>	• Plumbing (15)
• Farm Mechanics (10)	• Metalwork (15)	
• Orienteering (10)	• Movie Making & Journalism (10)	
• Photography (10)	• Nature (20)	
• Pioneering (20)	• Railroading (15)	
• Salesmanship (15)	• Rifle Shooting (20)	
• Shotgun Shooting (20)	• Space Exploration (15)	
• Soil & Water Conservation (10)	• Wildlife Fire Management(15)	
• Space Exploration (15)		
• Welding (8)		

MB Pre / Post Requirements

<A> Cooking
4a 4b 4d 4e 4f 4a, 4b bring Home menu and shopping list . 4d, 4e bring list of 10 Home cooking methods with proper cook times, 4f bring Home meals evaluation

<B>Energy

3 4a 5 6 7
Bring 3 and 4a chart.
Bring two current articles for 5.

<C> Citizenship in the World

3 7(two of a-e)
Bring proof of 7.

<D> Geocaching

7 8(one of a-d) 9
Bring proof of geocaching activities.

<E> Astronomy

4 5 6b 8 (one of a - e)
Bring drawings of projects and proof of event from 8.

Twilight & Evening Adventures

When the mountain sun sets, the program shifts into high gear:

- **Saturday Evening:** Night Shoot at the Range, Campfire Branding, Fingerprinting Merit Badge, Star Viewing Party (stargazing under dark Blue Ridge skies), Eagle Scout Workshop, Basketry (Part 1),and Chess.

- **Sunday Evening:** Night Shoot, Campfire Branding, Advanced Fire Building Workshop, Star Viewing Party, Basketry (Part 2),Chess.

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Camp Unit Competitions

Chances to show the camp who's unit can make an impression

- **Friday Evening:**
  Adult leader ugly sweater competition at cracker barrel. Dress your scoutmaster to unimpress

  Scout trifecta min to win it challenge, Send your best 3 competitors and lets see what they can do.

- **Saturday Evening:**
  Unit Holiday Tree decorations. Bring your best tree decorations and decorate it at the trading post to

impress the judges!

- **Sunday Day/Evening:**
  Unit showcase bring a trifold with who your unit is ! Setup at trading post for the SPL's to vote on originality and scout sprit





The Frozen Feather Games

Will your unit take home the coveted Frozen Feather trophy?
Points are awarded based on total unit participation (e.g., 10 competing units = 10 pts for 1st, 9 pts for 2nd, etc.). Leaders can earn vital bonus points for their units by placing in the top three of the Adult Leader Divisions (1st: 3 pts, 2nd: 2 pts, 3rd: 1 pt; max 3 pts per unit per event)!

Scout Competitions

- **Saturday:**
  - **The Chariot Race:** Teams of up to 4 Scouts design, lash, and race a wooden chariot. Judged on both raw speed and lashing integrity.
  - **String Burn Fire Building:** Up to 3 Scouts construct an efficient fire from natural tinder and kindling to burn through elevated strings.

- **Scouting History Challenge:** A fast-paced contest testing historical knowledge and Scout lore.

- **Sunday:**
  - **8-Knot Log Lift:** Up to 5 Scouts must tie 8 designated knots correctly under pressure to hoist a timber log.
  - **Tomahawk Throw:** 1 Scout per troop gets 3 throws to stick the target for maximum accuracy and points.
  - **Catapult Target Siege:** 3 Scouts rapidly construct a pioneering catapult to launch projectiles at designated targets.

Adult Leader Competitions

- **Saturday:**
  - **The Knot-Off:** A timed sprint tying 5 essential First Class knots: Square Knot, Clove Hitch, Taut-line Hitch, Bowline, and Sheet Bend. (1-minute penalty per incorrect or skipped knot).
  - **The Rope Throw & Log Hoist:** Hoist and secure a log ~4 feet high using a proper Timber Hitch, finishing off with a Clove Hitch on the anchor stake.
  - **Iron Chef (Scoutmaster Edition):** Step up to the Dutch ovens! Leaders receive mystery ingredients to craft the most delicious, camp-ready gourmet dish.

- **Sunday:**
  - **Master Fire Building:** A precision fire-starting challenge to burn through strings at 1 ft and 2 ft markers using only natural gathered material.
  - **Tarp Pitching Duel:** Two-leader teams sprint to pitch an emergency tarp shelter properly against the clock.

Master Schedule

Time	Friday, Dec 18	Saturday, Dec 19	Sunday, Dec 20	Monday, Dec 21
Morning		**7:50 AM:** Morning Colors (Flagpoles) **8:00 AM:** Breakfast (Dining Hall) **9:00–11:50**	**7:50 AM:** Morning Colors (Flagpoles) **8:00 AM:** Breakfast (Dining Hall) *Interfaith*	**7:50 AM:** Morning Colors (Flagpoles) **8:00 AM:** Breakfast (Dining Hall) **9:00–11:50**

		AM: Program Session 1 **10:30 AM:** Leaders' Meeting	*Worship Service* **9:00–11:50 AM:** Program Session 3 **10:30 AM:** Leaders' Meeting	**AM:** Program Session 5 **10:30 AM–1:30 PM:** Checkout (Camp Office)
Afternoon	**4:30–7:00 PM:** Unit Check-In (Camp Office)	**12:00 PM:** Lunch **1:00 PM:** Siesta / Campsite Rest **1:30 PM:** Frozen Feather Games **2:30–5:00 PM:** Program Session 2 **5:20 PM:** Evening Retreat (Flagpoles) **5:30 PM:** Dinner	**12:00 PM:** Lunch **1:00 PM:** Siesta / Campsite Rest **1:30 PM:** Frozen Feather Games **2:30–5:00 PM:** Program Session 4 **5:20 PM:** Evening Retreat (Flagpoles) **5:30 PM:** Dinner	**12:00 PM:** Lunch **1:30 PM:** Camp Officially Closes
Evening	**7:30 PM:** Opening Campfire (Activity Hall) **8:15 PM:** Cracker Barrel **9:30 PM:** Dining Hall Closes **11:00 PM:**	**7:00–8:30 PM:** Twilight Programs & Star Party **9:30 PM:** Dining Hall Closes **11:00 PM:** Taps / Lights Out	**7:00–7:50 PM:** Twilight Programs **8:00 PM:** Closing Campfire & Awards **8:30 PM:** Cracker Barrel **9:30 PM:**	

	Taps / Lights Out		Dining Hall Closes **11:00 PM:** Taps / Lights Out	

Health, Safety & Camp Policies

Medical Forms & Physicals

Every participant (youth and adult) must have a current **Scouting America Annual Health and Medical Record (Parts A & B)** on file.

Download the form directly at: scouting.org/health-and-safety/ahmr

- **Immunizations:** South Carolina state regulations require all current immunizations to be recorded on the medical form. A current tetanus immunization is required by Scouting America.

- **Prescriptions:** All medications must be secured in a locked box within the campsite or deposited at the Health Lodge. Refrigeration is available. Emergency medications (inhalers, EpiPens, cardiac medication) must remain on the camper's person at all times.

- **Special Dietary Needs:** Dietary requirements must be submitted via the Black Pug form to Jonathan

Amick (**jnamick99@gmail.com**) no later than **December 4th**.

- **Emergency Transport:** Minor visits to urgent care are the responsibility of unit leaders. Critical emergencies will be handled directly via local emergency medical services (EMS).

Youth Protection & S.A.F.E. Guidelines

- **Two-Deep Leadership:** A minimum of two registered adult leaders is required on property at all times. Every adult staying overnight must be a currently registered member of Scouting America with up-to-date **S.A.F.E. Guarding Youth Training** (proof of training must be presented at check-in).

- **No One-on-One Contact:** Adult-to-youth interactions must occur in full view of other adults and Scouts, whether in person or via digital media.

- **Cabin Accommodations:** Adults staying in cabins with youth must maintain proper barriers: either adult leaders camp in tents nearby (tents available upon request) or an opaque, full partition/tarp must separate youth and adult sleeping quarters.

Emergency Signals & Preparedness

- **Camp Emergency Alarm:** A continuous ringing of the Dining Hall bell accompanied by an emergency bugle call. All units must immediately muster in formation on the meadow.
- **Severe Mountain Weather:** In the event of winter storms or high winds, staff will dispatch to campsites with real-time instructions.
- **Camp Reporting:** All injuries, suspected unauthorized visitors, or lost persons must be reported immediately to the Camp Office or Camp Ranger.



Registration & Contact Details

Participant Fees

Registration Tier	Early Bird (by Nov 14)	Regular (Nov 15 – Nov 29)	Late (Dec 1 – Dec 4)
Youth Camper	$125	$140	$155

Youth Day Pass	$50	$70	$80
Adult Leader	$80	$80	$80

Register Online via Black Pug:

Blue Ridge Council Winter Camp Registration

- **Refund Policy:** Because patches, program materials, kitchen provisions, and supplies are procured weeks in advance based on headcount, registration fees and deposits are non-refundable

Winter Camp Leadership Directory

- **Camp Director:** Jonathan Amick | jnamick99@gmail.com | (864) 980-4178
- **Program Director:** Christopher Ammons
  - ammons0912@gmail.com (803) 944-3154
- **Council Staff Advisor:** Jake Gotimer | jacob.gotimer@scouting.org | (518) 763-9599

- **Camp Old Indian Office:** (864) 895-8995
601 Callahan Mountain Rd., Travelers Rest, SC 29690

